

```
1 GOTO 30
2 CY = 39; PRINT "PLAYER# ", #0, M, "SHOTS",
  #3, K; RETURN
3 LINE X, Y, 1; LINE X, Y+5, 1; LINE X-12, Y+5, 1; LINE X, Y+17, 1;
  LINE X-7, Y+17, 1; LINE X+2, Y+23, 1
4 LINE X+11, Y+17, 1; LINE X+4, Y+17, 1; LINE X+16, Y+5, 1;
  LINE X+4, Y+5, 1; LINE X+4, Y, 1; RETURN
5 LINE X, Y, 1; LINE X, Y+3, 1; LINE X-4, Y+3, 1; LINE X, Y+8, 1;
  LINE X-2, Y+8, 1; LINE X+1, Y+12, 1
6 LINE X+4, Y+8, 1; LINE X+2, Y+8, 1; LINE X+6, Y+3, 1;
  LINE X+2, Y+3, 1; LINE X+2, Y, 1; RETURN
7 BC = 91; FC = 7; NT = 5; FOR N = -60 TO 70 STEP 7; BOX N, 0, 3, 1;
  NEXT N; FOR N = -70 TO 55 STEP 5
8 GOSUB 9; GOSUB 11; N = N+3; MV = "→"; GOSUB 12; GOSUB 11;
  NEXT N; CLEAR; RETURN
9 LINE N, 0, 4; LINE N+3, 6, 1; LINE N+10, 10, 1; LINE N+15, 9, 1;
  LINE N+20, 5, 1; LINE N+10, 0, 1; BOX N+5, 4, 2, 2, 1
10 LINE N+20, -5, 1; LINE N+15, -9, 1; LINE N+10, -10, 1; LINE N+3, -6, 1;
  LINE N, 0, 1; RETURN
11 BOX N+10, 0, 22, 25, 2; RETURN
12 LINE N, 0, 4; LINE N+5, 6, 1; LINE N+10, 8, 1; LINE N+15, 6, 1;
  LINE N+20, 1, 1; LINE N+10, 0, 1; BOX N+5, 4, 2, 2, 1
13 LINE N+20, -1, 1; LINE N+15, -6, 1; LINE N+10, -8, 1; LINE N+5, -6, 1;
  LINE N, 0, 1; RETURN
```


TRAP SHOOT PAGE3

```

80 X=-18;Y=-38;GOSUB3;X=21;Y=-26;GOSUB5;X=6;Y=-32;
   GOSUB5;X=65;Y=-29;GOSUB5;X=37;Y=-37;GOSUB3;
   X=57;Y=-42;GOSUB5
90 GOSUB2
100 A=0;BOX0,-40,3,8,1;CY=-39;CX=13;PRINT"PULL
110 IF JX(M)BOX18,-39,30,11,2;R=R+1;GOTO140
120 IFR=TXL GOTO200
130 GOTO110
140 Y=(RND(5)-2)*10;X=(RND(5)+1)*10;S=RND(4)+1;
   C=RND(2);IF C=2 GOTO160
150 FOR N=-X TO 70 STEPS;GOTO170
160 FOR N=X TO-70 STEP-S
170 BOXN,Y,15,5,2;BOXN,Y,4,4,1+A;GOSUB19;NEXTN;
   BOX70,10,15,50,2;BOX-70,10,15,50,2;GOSUB14
180 M=M+1;K=0;W=0;IF M>L M=1
190 GOTO90
200 CLEAR;FC=200;CY=20;PRINT"PLAYER:##1##2
   ##3##4
210 PRINT;PRINT"HITS:";#6,D,#4,F,#4,H,#4,I
220 PRINT;PRINT"SHOTS:";#5,B,#4,E,#4,G,#4,I
230 PRINT;PRINT"USE TRI TO RUN
240 IFTRI)GOTO50
250 GOTO240

```

DEAR MR FABRIS,

SORRY, BUT I DON'T OWN A TYPEWRITER, SO
PLEASE FORGIVE MY BAD WRITING.

FIRST OFF, PUT ME ON YOUR LIST OF SERIOUS
WANT TO BUY (CASH IN HAND) THE ADD UNDER.

FIND ENCLOSED:

NEXT PAGE - THE "LEGAL PAPER" ???

NEXT PAGE - SOMETHING ABOUT ME

NEXT PAGE - INSTRUCTIONS FOR TRAP SHOOT #3

NEXT PAGES - TEXT FOR TRAP SHOOT #3

TAPE: INCLUDES TWO PROGRAMS. I'DE LIKE
TRAP SHOOT #3 CONSIDERED FOR THE CONTEST. AS FOR
TRAP SHOOT #2, CONSIDER OR DON'T, PRINT OR DON'T,
UP TO YOU (IT'S AN EARLIER VERSION OF #3 WITH DIFFERENT
PLAYING ORDER & SCORE PAD).

Joseph F. Peoples

310 SAILFISH LANE

NEW PHILADELPHIA, OHIO

44663

P.S. HOME PHONE 1-614-939-5093

BOTH PROGRAMS BB & AB

THIS PROGRAM TITLED TRAP SHOOT #3 +
TRAP SHOOT #2, IS ~~LARGELY~~ MY OWN EFFORTS
AND NOT A COPY OF AN EXISTING PROGRAM.

Joseph F. Peoples 7-14-82

IN CASE YOU WANT TO KNOW SOMETHING ABOUT ME

I'M 38 AND TEACH JR-HIGH MATH (14 YEARS TOTAL - 11 YEARS AT PRESENT LOCATION - GARAWAY SCHOOLS, SUGARCREEK, OHIO).

I'M A YMCA CERTIFIED SCUBA INSTRUCTOR WITH EXTENSIVE DIVING EXPERIENCE IN FLORIDA, THE BAHAMAS, OHIO, GREAT LAKES, AND OTHER AREAS.

OTHER INTERESTS: CARDS, PINBALL MACHINES (I HAVE ONE IN MY LIVING ROOM), ARCADE GAMES, MOVIE BUFF, SOME CRAFTS, AND ABOUT EVERYTHING ELSE.

LAST FALL, I TOOK UP A NEW HOBBY - SKY DIVING. INJURED ON SECOND (AND LAST!) JUMP. BEING OUT OF THE HOSPITAL AND UNABLE TO RETURN TO WORK, I TURNED TO PASSING TIME BY PLAYING AROUND WITH THE BALLY AND TRYING MY HAND AT PROGRAMING. RESULTS: I'M TURNED ONTO COMPUTERS, AND ENCLOSED PROGRAMS.

I'M TAKING SOME BEGINERS COURSES NOW AT ARRON UNIVERSITY ON PROGRAMING (I KNOW MORE THAN THEY ARE TEACHING ME, BUT YOU HAVE TO TAKE THE BEGINERS BEFORE THEY LET YOU TAKE THE GOOD STUFF), THIS SUMMER.

People

INSTRUCTIONS FOR TRAP SHOOT #3

USE THE KEYPAD TO INPUT THE NUMBER OF PLAYERS (1 TO 4) AND NUMBER OF TARGETS (1 TO 99). A FIXED GUN WILL APPEAR AT CENTER BOTTOM OF TV SCREEN AND PLAYER UP 4 SHOTS FIRED AT TOP OF TV SCREEN. THE GUN IS SURROUNDED BY PINE TREES. WHEN THE WORD "PULL" APPEARS BESIDE THE GUN, YOU CAN START A TARGET MOVING BY PUSHING THE JOYSTICK TO THE RIGHT. PULL TRIGGER TO SHOOT. TARGETS START RANDOM AT RIGHT OR LEFT OF SCREEN AND MOVE TOWARDS OPPOSITE SIDE. TARGETS START AT RANDOM HEIGHT; RANDOM DISTANCE FROM GUN; AND MOVE AT RANDOM SPEED. WHEN ALL PLAYERS HAVE SHOT AT THE NUMBER OF TARGETS ENTERED, A SCORE PAD IS DISPLAYED. SOMETIMES, AFTER ENTERING THE NUMBER OF TARGETS YOU GET A SPECIAL GRAPHICS THAT HAS NOTHING TO DO WITH PLAYING THE GAME. HAVE FUN!

TRAP
SHOOT

Bleph

LEAVE OUT LINE 1+2 IN ORDER TO HAVE ENOUGH SZ FOR
THE @CN)+@CN+4) STRING

1. TRAP SHOOT #3

2. BY JOE PEOPLES

10 CLEAR; CY=0; INPUT "# OF PLAYERS?"L; IF L>4L=4

20 CLEAR; CY=0; INPUT "# OF TARGETS?"T; IF T>99T=99

21 CLEAR; IF RND(5)=3 GOSUB 300

22 NT=0; M=1; R=0; K=0; W=0; FOR N=1 TO 8;

@(N)=0; NEXT N; GOTO 30

23 CY=39; PRINT "PLAYER #", #0, M, "SHOTS", #3, K; RETURN

30 BC=7; FC=160; X=-31; Y=-26; GOSUB 37; X=-51;

Y=-31; GOSUB 37; X=-67; Y=-43; GOSUB 35;

X=-36; Y=-44; GOSUB 37

31 X=-18; Y=-38; GOSUB 35; X=21; Y=-26; GOSUB 37;

X=6; Y=-32; GOSUB 37; X=65; Y=-29; GOSUB 37;

X=37; Y=-37; GOSUB 35; X=57; Y=-42; GOSUB 37

33 GOSUB 23; GOTO 40

35 LINE X,Y,2; LINE X,Y+5,1; LINE X-12,Y+5,1; LINE X,
Y+17,1; LINE X-7,Y+17,1; LINE X+2,Y+23,1

36 LINE X+^KY+17,1; LINE X+4,Y+17,1; LINE X+16,Y+5,1;
LINE X+4,Y+5,1; LINE X+4,Y,1; RETURN

37 LINE X,Y,2; LINE X,Y+3,1; LINE X-4,Y+3,1; LINE X,Y+8,1;
LINE X-2,Y+8,1; LINE X+1,Y+12,1

38 LINE X+14,Y+8,1; LINE X+2,Y+8,1; LINE X+6,Y+3,1;
LINE X+2,Y+3,1; LINE X+2,Y,1; RETURN

40 A=0; BOX 0,-40,3,8,1; CY=-39; CX=13; PRINT "PULL

TRAP SHOOT #3 CONT.

```

41 IF JX(M) BOX 18, -39, 30, 11, 2; R=R+1; GOTO 56
42 IF R=TXL GOTO 160
43 GOTO 41
50 Y=(RND(5)-2)*10; X=(RND(5)+1)*10; S=RND(4)
  +1; C=RND(2); IF C=2 GOTO 70
60 FOR N=-X TO 70 STEP S; GOTO 80
70 FOR N=X TO -70 STEP -S
80 BOX N, Y, 15, 5, 2; BOX N, Y, 4, 4, 1+A; GO SUB 100;
  NEXT N; BOX 70, 10, 15, 50, 2; BOX -70, 10, 15, 50, 2;
  GOSUB 380
85 M=M+1; K=0; W=0; IF M>L M=1
90 GOSUB 23; GOTO 40
100 IF TR(M) NT=1; MV="←"; NT=0; K=K+1;
  GOSUB 23; GOSUB 120
110 RETURN
120 FOR Q=-34 TO 50 STEP 4; BOX 0, Q, 1, 2, 1+A;
  BOX 0, Q-4, 1, 6, 2; GOSUB 130; NEXT Q
130 IF N>-3 IF N<3 IF Q>Y-2 A=1; BOX N, Y, 8, 8, 2;
  W=W+1; GOSUB 150
140 RETURN
150 NT=5; FOR N=1705; MV="4"; BC=N*20; NEXT N;
  NT=0; BC=7; RETURN
160 CLEAR; FC=91; CY=20; PRINT "PLAYER:",
  "1", "2", "3", "4"
170 CY=10; PRINT "HITS:", #6, @(1), #4, @(2), #4,
  @(3), #4, @(4)

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TRAP SHOOT #3 CONT.

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180 CY=0; PRINT "■ SHOTS:", #5, @ (5), #4, @ (6), #4,
    @ (7), #4, @ (8)
210 CY = -30; PRINT #6, "USE TRI ■ TO ■ RUN
220 IF TR(1) RUN
230 GOTO 220
300 BC = 91; FC = 7; NT = 5; FOR N = -60 TO 70 STEP 7;
    BOX N, 0, 3, 3, 1; NEXT N; FOR N = -70 TO 55 STEP 5
310 GOSUB 350; GOSUB 360; N = N + 3; MV = "→"; GOSUB 370;
    GOSUB 360; NEXT N; CLEAR; RETURN
350 LINE 0, 30, 2; LINE N, 0, 2; LINE N + 5, 7, 1; LINE N + 10, 10, 1;
    LINE N + 15, 9, 1; LINE N + 20, 5, 1; LINE N + 10, 0, 1;
    BOX N + 5, 4, 2, 2, 1
355 LINE N + 20, -5, 1; LINE N + 15, -9, 1; LINE N + 10, -10, 1;
    LINE N + 5, -7, 1; LINE N, 0, 1; RETURN
360 BOX N + 10, 0, 22, 25, 2; RETURN
370 LINE 0, 30, 2; LINE N, 0, 2; LINE N + 5, 6, 1; LINE N + 10,
    8, 1; LINE N + 15, 6, 1; LINE N + 10, 0, 1; BOX N + 5, 4, 2, 2, 1
375 LINE N + 20, -1, 1; LINE N + 15, -6, 1; LINE N + 10, -8, 1;
    LINE N + 5, -6, 1; LINE N, 0, 1; RETURN
380 IF M = 1 @ (5) = @ (5) + K; @ (1) = @ (1) + W
390 IF M = 2 @ (6) = @ (6) + K; @ (2) = @ (2) + W
400 IF M = 3 @ (7) = @ (7) + K; @ (3) = @ (3) + W
410 IF M = 4 @ (8) = @ (8) + K; @ (4) = @ (4) + W
420 RETURN

```

DEAR MR. FABRIS,

SORRY, IN THE LISTING I SENT YOU IN JULY FOR "TRAP SHOOT #3" THERE ARE TWO MISTAKES, LINE 38 SHOULD START WITH "LINE X+4, Y+8, 1;..." INSTEAD OF "LINE X+4, Y+8, 1;...". SECOND, LINE 370 SHOULD BE:

"LINE 0,30,2; LINE N,0,2; LINE N+5,6,1; LINE N+10,8,1;
LINE N+15,6,1; LINE N+20,1,1; LINE N+10,0,1; BOX N+5,4,2,1"

THE UNDERLINED PART WAS LEFT OUT OF THAT LISTING. HOPEFULLY, YOU DIDN'T NEED TO RELY ON THE LISTING ANYWAY.

MY SECOND REASON FOR WAITING IS TO PASS ALONG WHAT I'VE LEARNED (FOR WHAT IT'S WORTH) WHILE REWRITING THE TRAP SHOOT PROGRAM TO SEE IF I COULD SAVE BYTES. IF YOU FIND ME REINVENTING THE WHEEL IN THESE OBSERVATIONS, FEEL FREE TO PUT THIS LETTER IN THE NEAREST ROUND FILE,

FIRST: (THESE OBSERVATIONS ARE BASED ON AB) BY PUTTING ALL SUBROUTINES IN LINES 2 TO 25 I WAS ABLE TO SAVE BYTES. REASON - WHILE A LINE NUMBER (AS A LINE NUMBER) USES 3 BYTES WHETHER IT'S A 1, 2, 3, OR 4 DIGIT NUMBER, WHEN YOU WRITE A LINE NUMBER IN THE TEXT AS IN A GOTO OR GOSUB, THAT NUMBER TAKES AS MANY BYTES AS THERE ARE DIGITS. IN TEXT, "GOSUB 2", USES 2 BYTES (1 FOR THE COMMAND WORD AND 1 FOR THE DIGIT '2'); "GOSUB 257", USES 4 BYTES (1 FOR THE COMMAND WORD AND 1 EACH FOR THE 3 DIGITS).

SECOND: ASKING THE COMPUTER TO "PRINT SZ" CAN BE CONFUSING SINCE THE COMPUTER DOESN'T SKEW

TO DISTINGUISH BETWEEN UNUSED (BUT TRAPED) BYTES AND BYTES LEFT TO PROGRAM WITH.

```

EXAMPLE      10 JOE PEOPLES
              20 JOE PEOPLES
              PRINT SZ
              1772
              10 [PRESS GO TO ERASE LINE 10]
              LIST
              20 JOE PEOPLES
              PRINT SZ
              1786
  
```

IN THIS EXAMPLE, SZ INCREASES BUT THE 14 BYTES TRAPED BEFORE LINE 20 DON'T MOVE TO THE END OF USABLE MEMORY. THIS CAN BE FRUSTRATING IF YOU'RE NEAR^{OR AT} THE END OF A LONG PROGRAM, SO YOU ASK THE COMPUTER TO PRINT SZ. YOU DETERMINE THERE IS ENOUGH SZ TO FINISH THE PROGRAM AND ALLOW ROOM FOR THE ARRAYS CALLED FOR IN THE PROGRAM. BUT, WHEN YOU RUN THE PROGRAM AND GET TO LINE (WHATEVER) THAT USES ARRAY (WHATEVER) THE COMPUTER SAYS SORRY, AND YOU'RE LEFT SCRATCHING YOUR HEAD TRYING TO FIGURE OUT WHAT WENT WRONG. I KNOW!!

THIRD: I'VE TRIED THE FANCY LOADING, PRINTING DIRECTIONS, SUCH AS THOSE BY STEVE WALTERS (ARCADIAN, VOL 3, 1980, P20) AND BY DAVE IBACH (CARCADIAN, VOL 3, 1980, P24, 25), BUT I CAN'T GET ANYWHERE WITH MY AB CARTAGE AND THESE PROGRAMS. IT MAY BE THE DIFFERENCE BETWEEN AB & BB SINCE DAVE MENTIONS ON PAGE 24 NEAR THE BOTTOM THAT A PROGRAM STATEMENT NUMBER USES "TWO MEMORY LOCATIONS". MY OWN EXPERIMENTS SHOW THAT A LINE NUMBER USES 3 BYTES WHETHER IT'S A 1, 2, 3, OR 4 DIGIT NUMBER. ANYWAY,

HERE'S ANOTHER WAY :

AFTER THE PROGRAM IS ENTERED, RUN, DEBUGGED, PLAYED, ETC.

1) PRESS THE HALT KEY AND CONTINUE TO PRESS TO SCROLL
ANY IMAGE OR TEXT OFF THE SCREEN

2) WITHOUT LINE NUMBERS (THUS WITHOUT USING MEMORY)

TYPE IN WHAT YOU WANT TO APPEAR ON THE TV SCREEN
WHEN THE PROGRAM IS LOADED FROM TAPE.

LIMIT TO 9 LINES OF 26 CHARACTERS PER LINE (THIS LEAVES
ONE LINE FOR THE PRINT COMMAND, AND THE SCREEN IMAGE WILL
SCROLL ONCE MORE WHEN YOU PRESS THE GO KEY). YOU MAY
USE NUMBERS IN THESE LINES AS LONG AS THEY AREN'T AT THE
BEGINNING OF A LINE. PRESS THE HALT KEY TO MOVE FROM
ONE LINE TO THE NEXT.

3) TYPE THE USUAL ":PRINT" AND WITH THE TAPE
RECORDER RECORDING PRESS "GO"

Sincerely,

Joseph F. Peoples (AWAITING THE AD UNDO)

310 SAIL FISH LANE

NEW PHILADELPHIA, OHIO
44663

P.S. I'VE INCLUDED THE NEW LISTING FOR TRAP SHOOT & TAPE TO

DEMONSTRATE WHAT'S ON THIS LAST PAGE. USE AS YOU WISH (CHEAPSKATES
LIKE ME ~~WHO~~ WHO DON'T HAVE EXTENDED MEMORY MIGHT LIKE THIS
SHORTER LISTING TO ALLOW FOR DEBUGGING & WASTING TRAPPED BYTES) LAST VERSION
FROM ME PROMISE. COMING SOON CRAZIE DICE.

JULY ISSUE OF ARCADIAN p93 line 40 should be IFV>32V=32